

FIG. 1

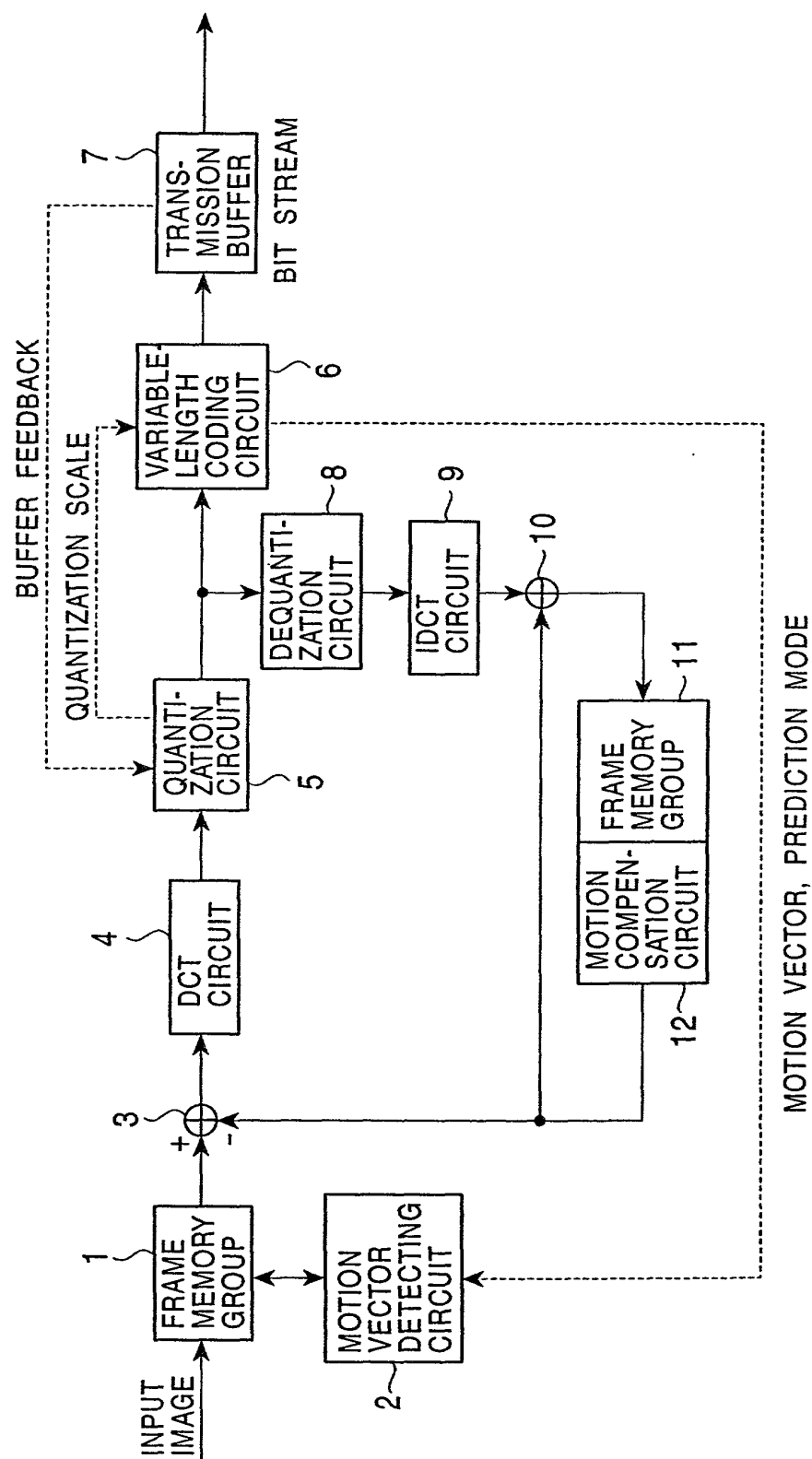


FIG. 2

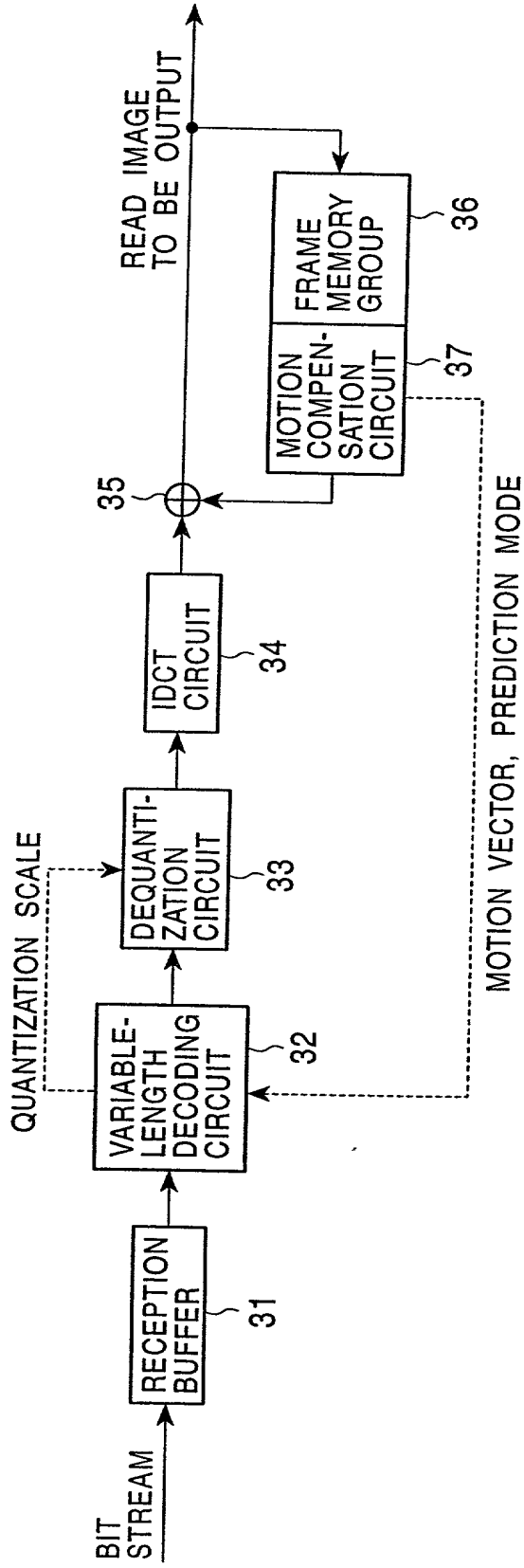


FIG. 3

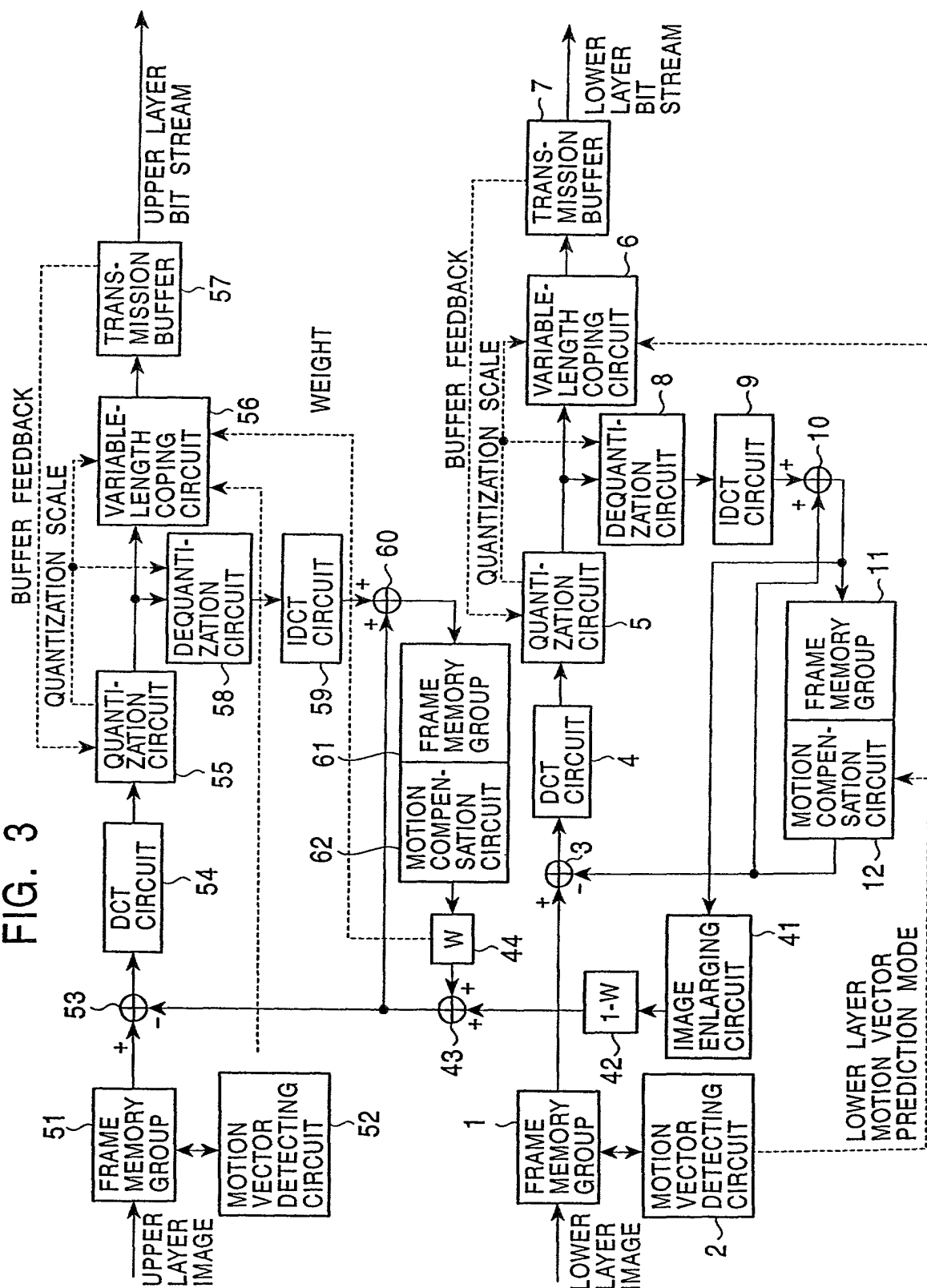


FIG. 4

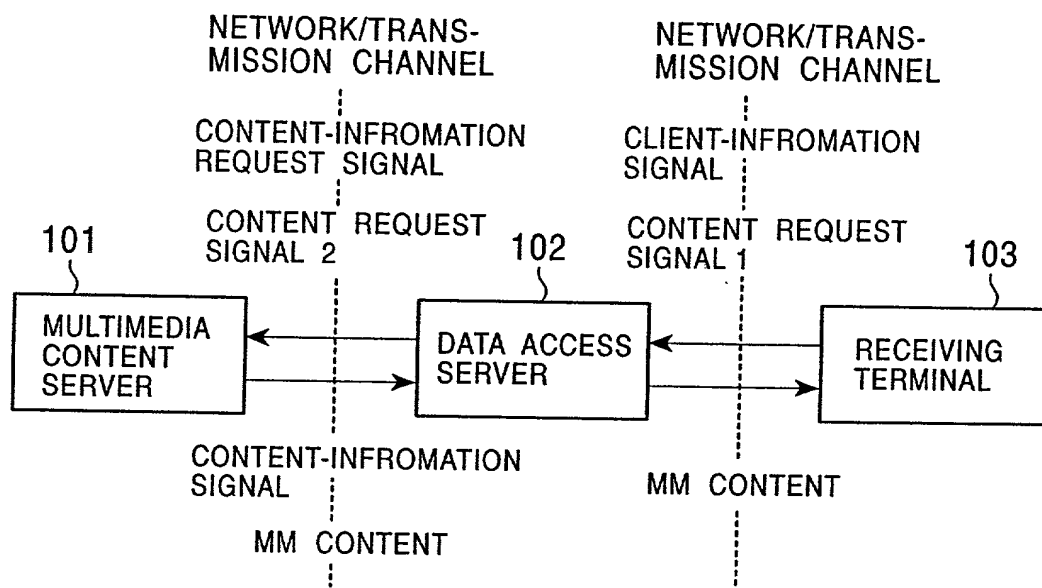


FIG. 5

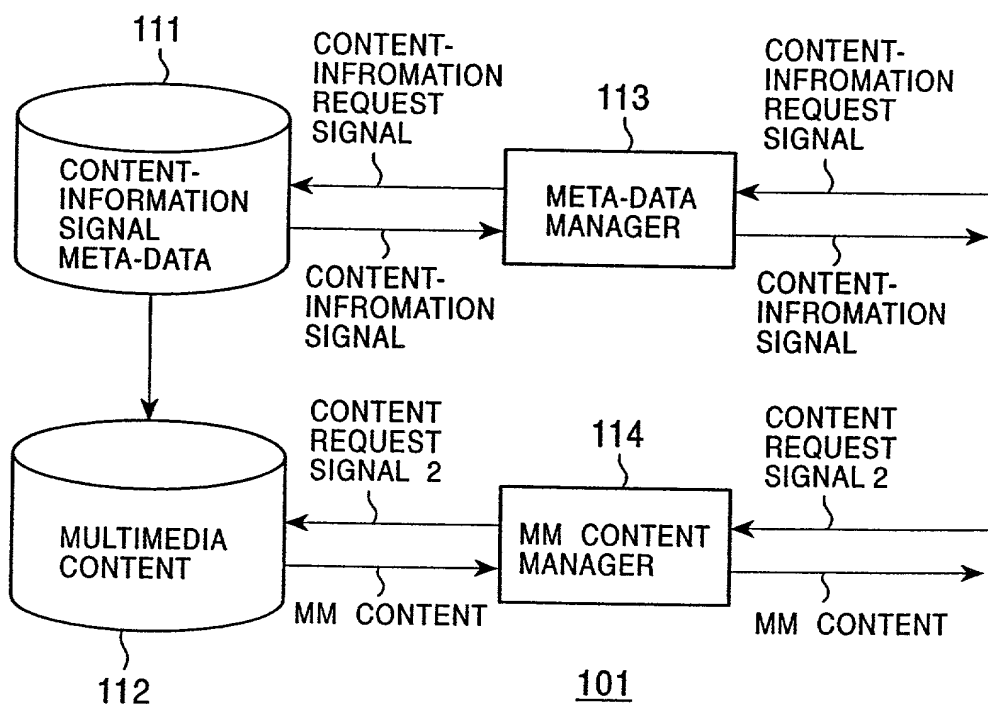


FIG. 6

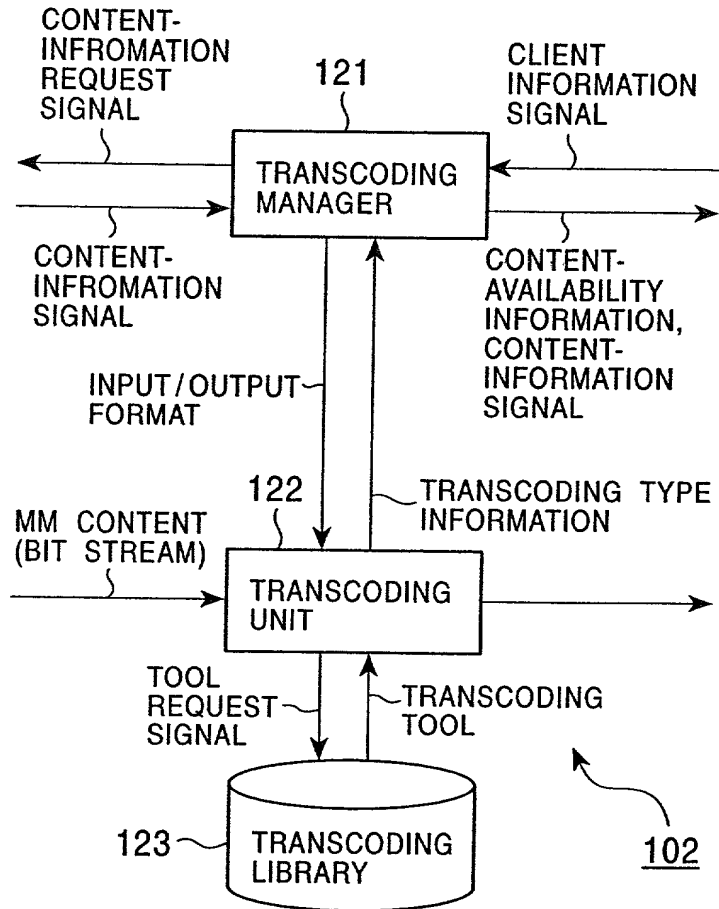


FIG. 7

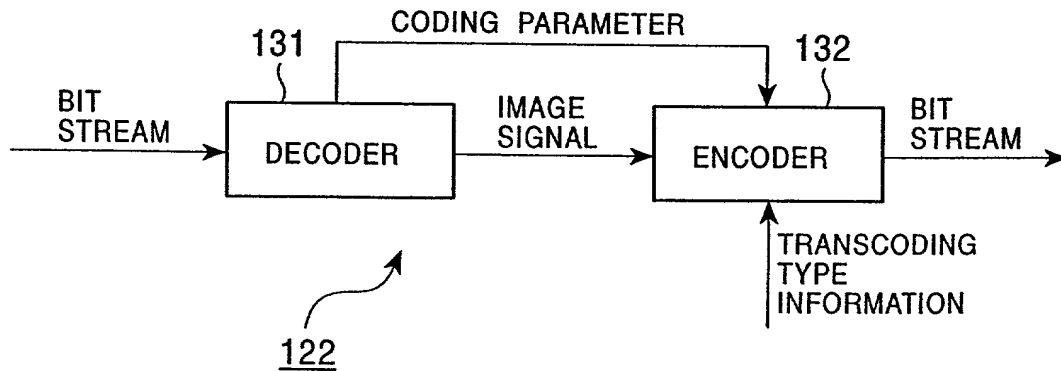


FIG. 8A

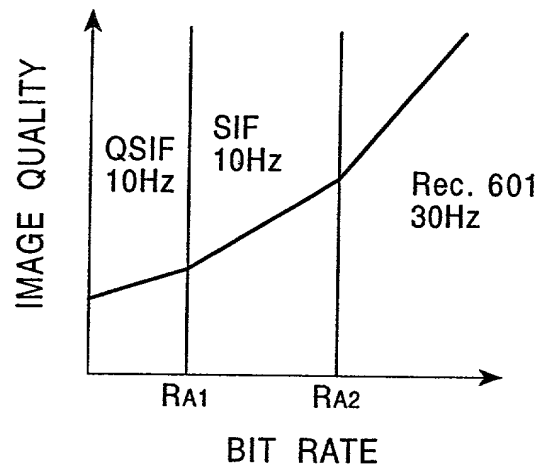
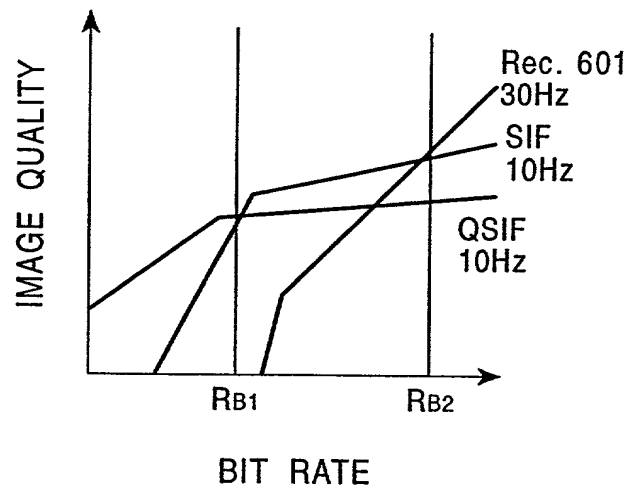


FIG. 8B



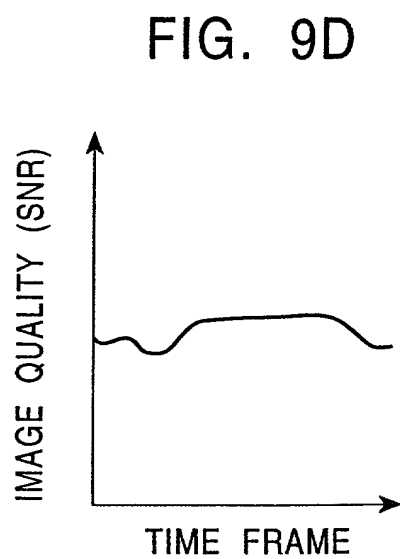
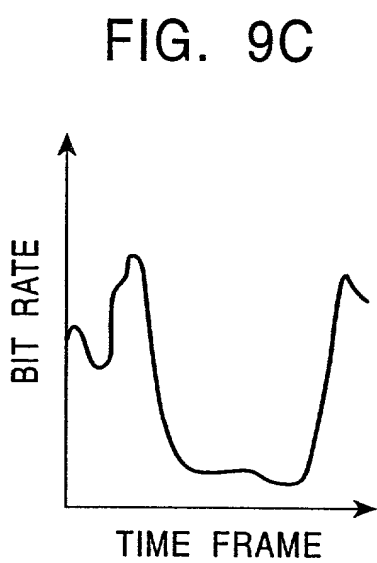
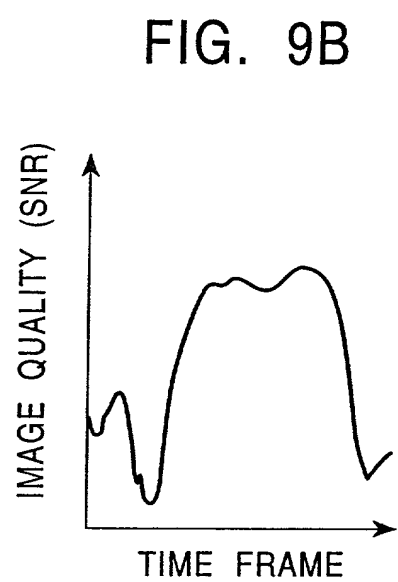
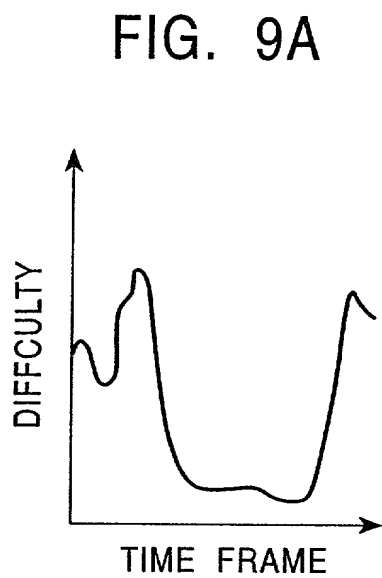


FIG. 10

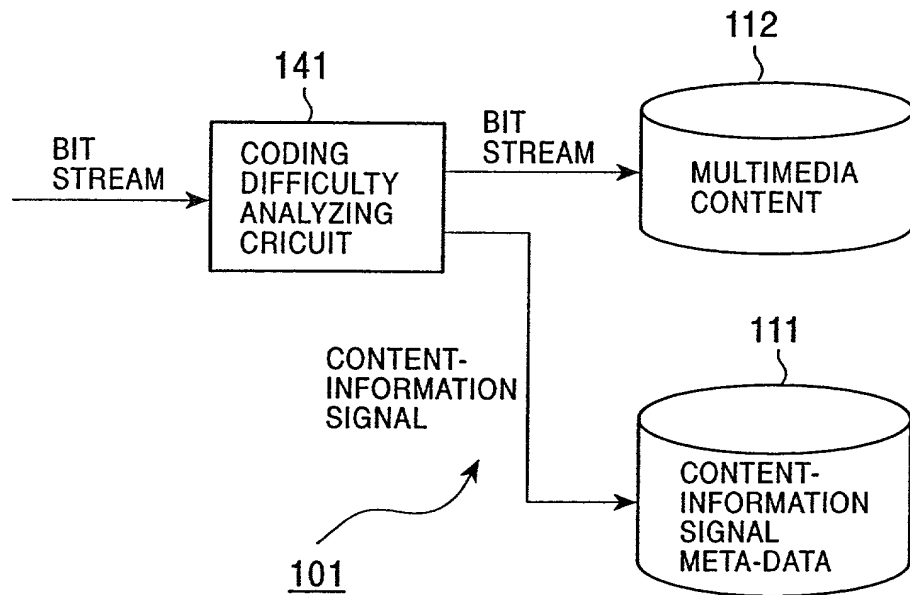


FIG. 11A

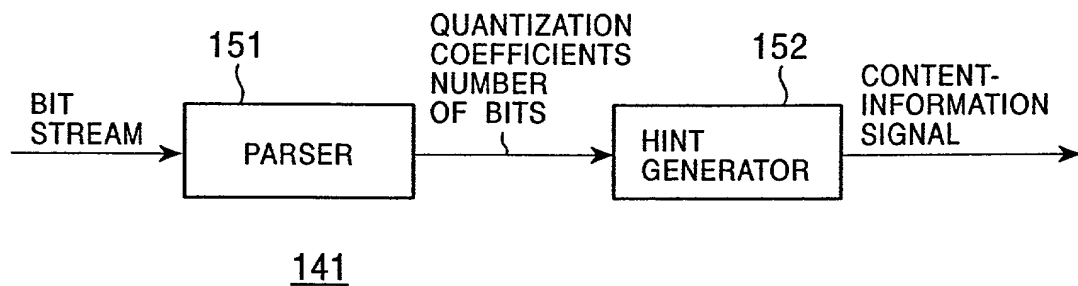


FIG. 11B

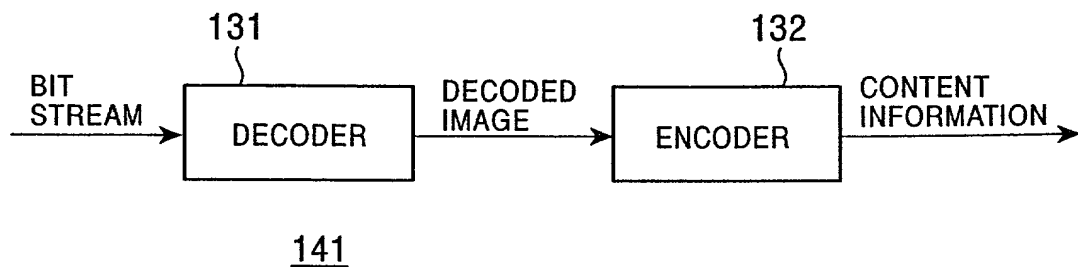


FIG. 12

```
TranscodingHint {  
    int ID;  
    TranscodingParameterSet( );  
    TranscodingComplexityHint( );  
}
```

```
TranscodingParameterSet {  
    int ID;  
    int MinBitRate;  
    int MaxBitRate;  
    int FrameRate;  
    int FrameSize;  
}
```

```
TranscodingComplexityHint {  
    int ID;  
    int StartMediaLocator;  
    int EndMediaLocator;  
    int Complexity;  
}
```

```
TranscodingComplexityHint {  
    int ID;  
    int StartFrameNumber;  
    int EndFrameNumber;  
    int Complexity;  
}
```

FIG. 13

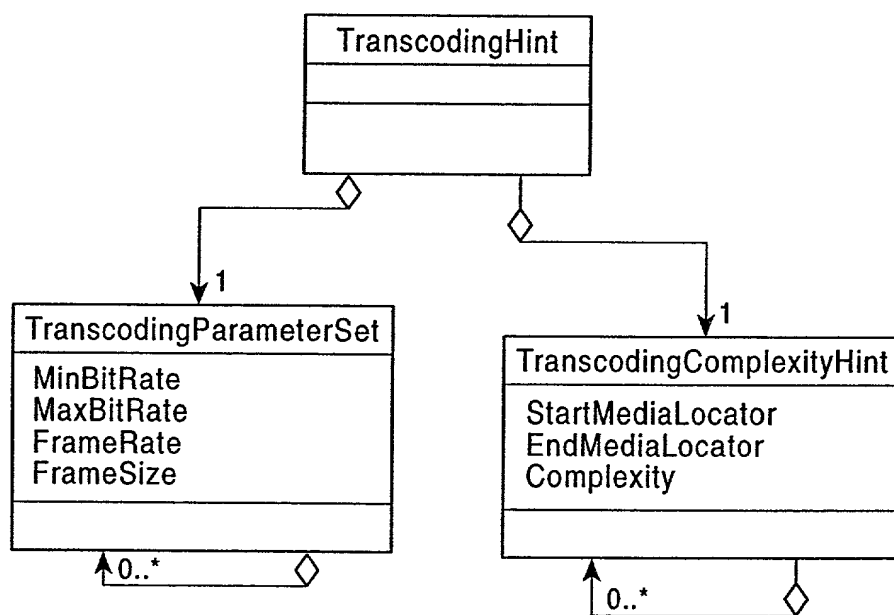


FIG. 14

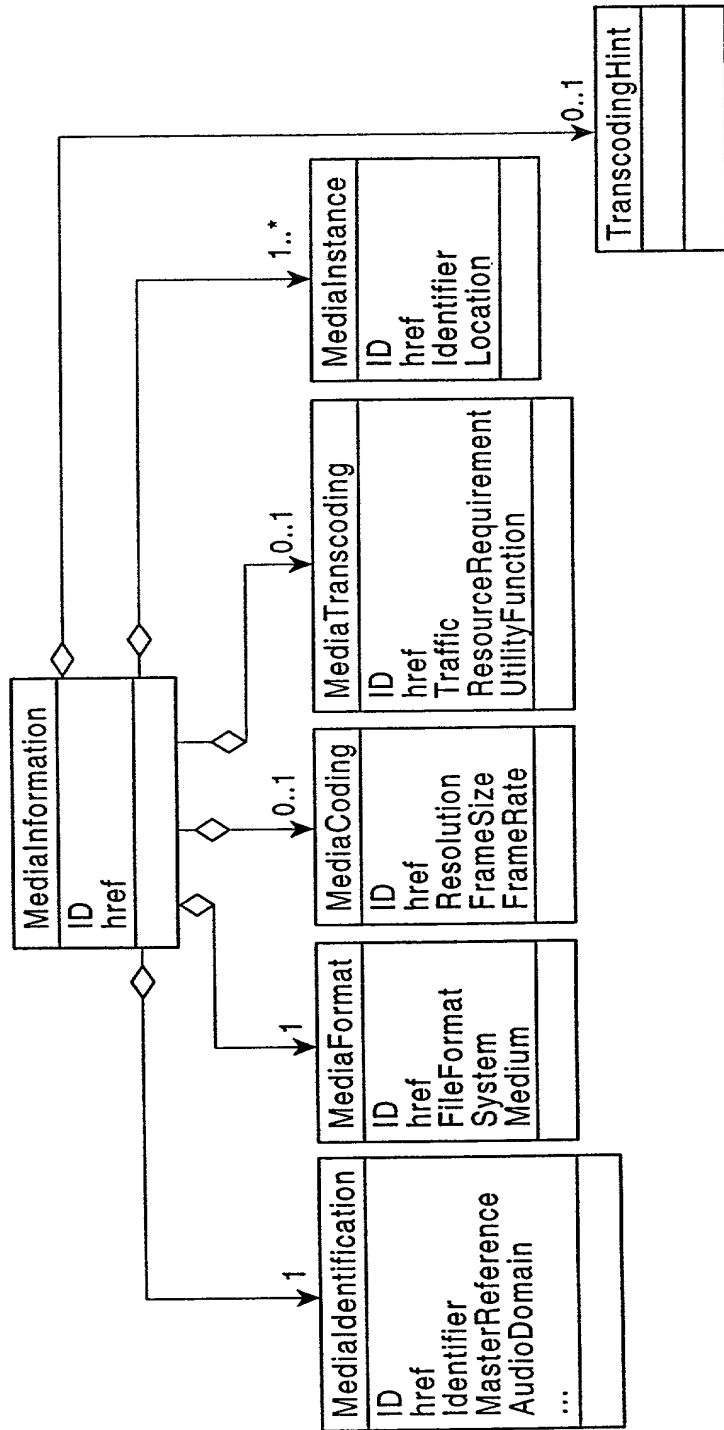
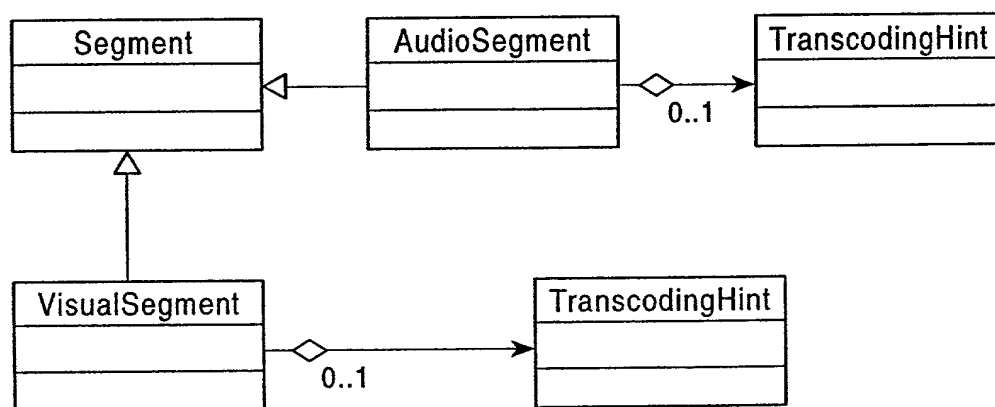


FIG. 15



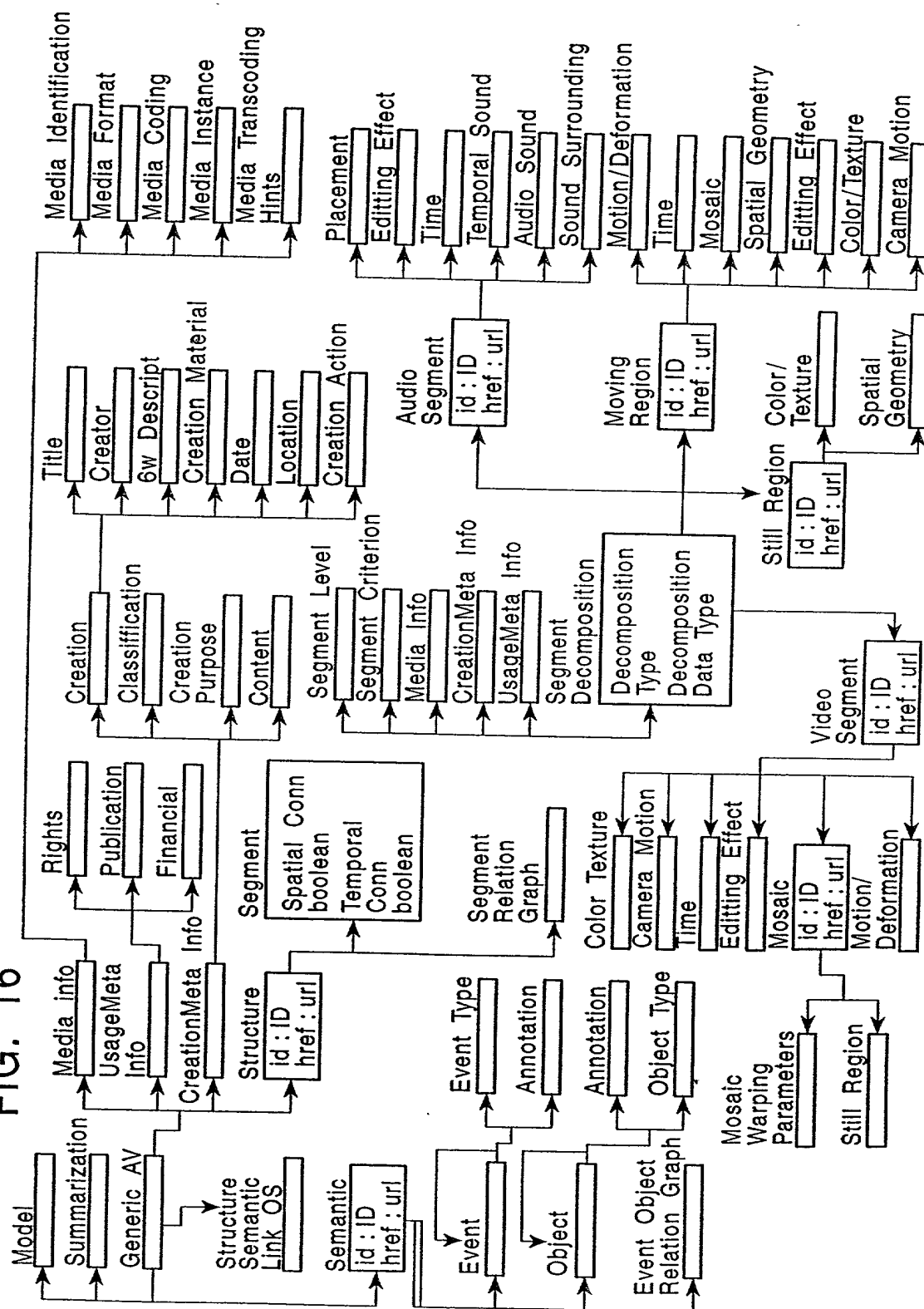


FIG. 17

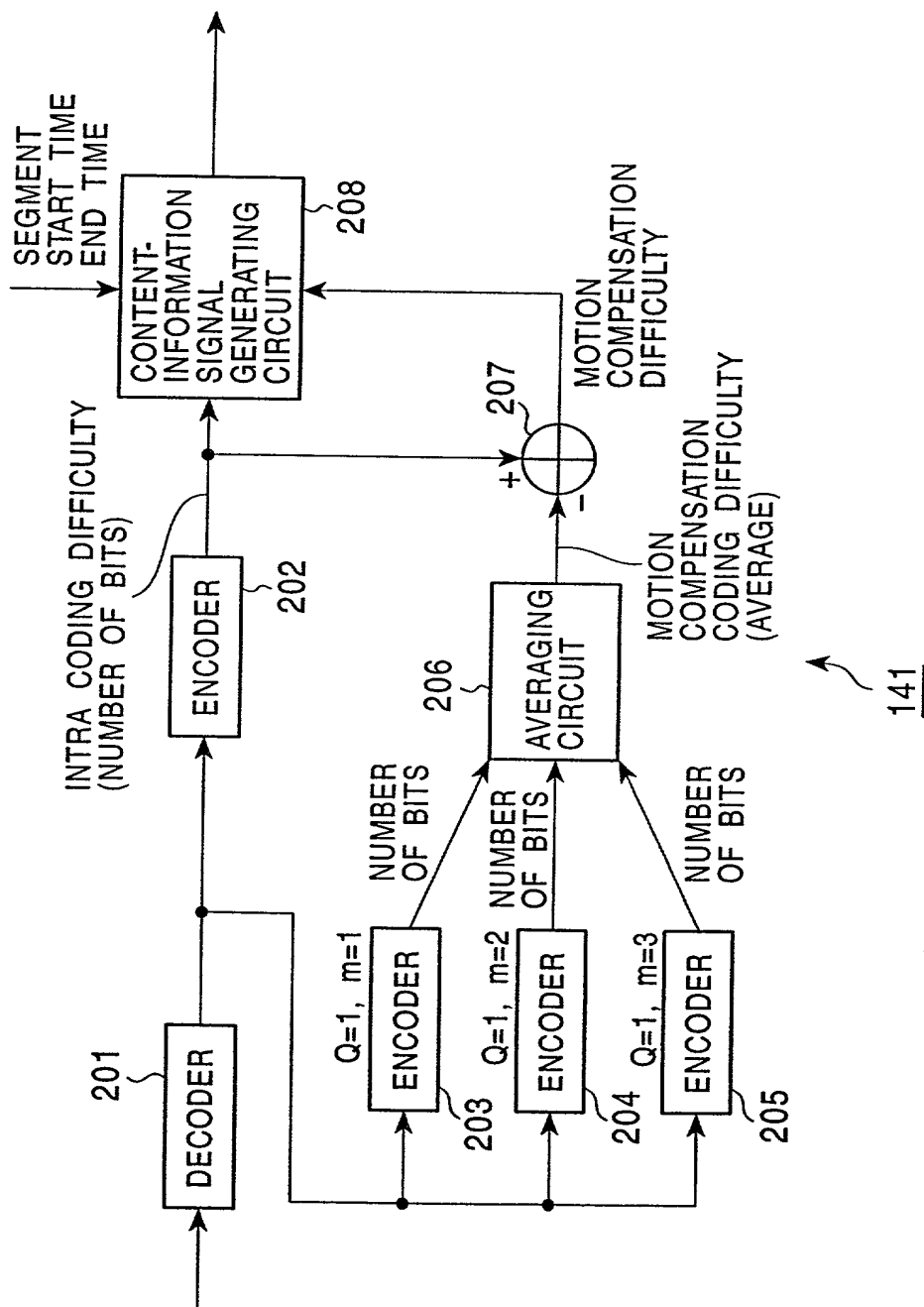


FIG. 18

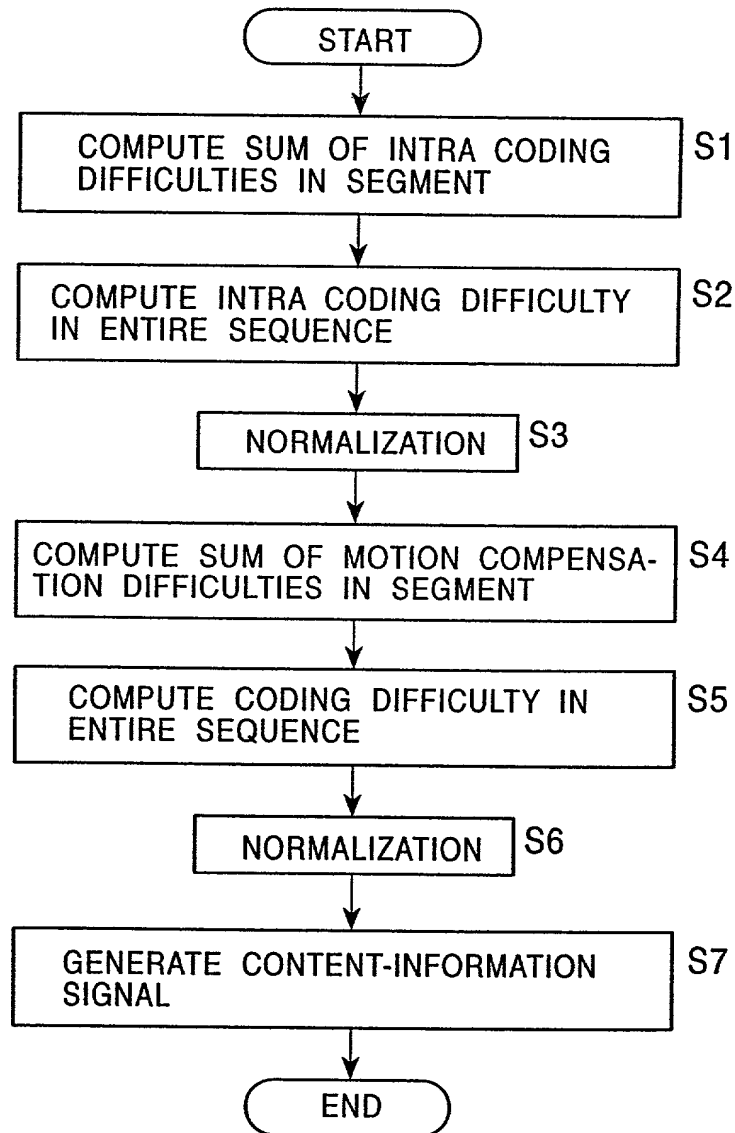


FIG. 19A

```
MediaTranscodingHint {
    Int ID;
    UtilityScaling( );
    MotionHint( );
    TextureHint( );
}
```

FIG. 19B

```
MotionHint {
    int ID;
    int Motion_uncompensability;
    int Motion_range_x_left;
    int Motion_range_x_right;
    int Motion_range_y_left;
    int Motion_range_y_right;
}
```

FIG. 19C

```
TextureHint {
    int ID;
    int Difficulty;
    char DifficultyType;
}
```


FIG. 20

VALUE	MEANING
0	Encoding Difficulty
THE OTHERS	Reserved

FIG. 21

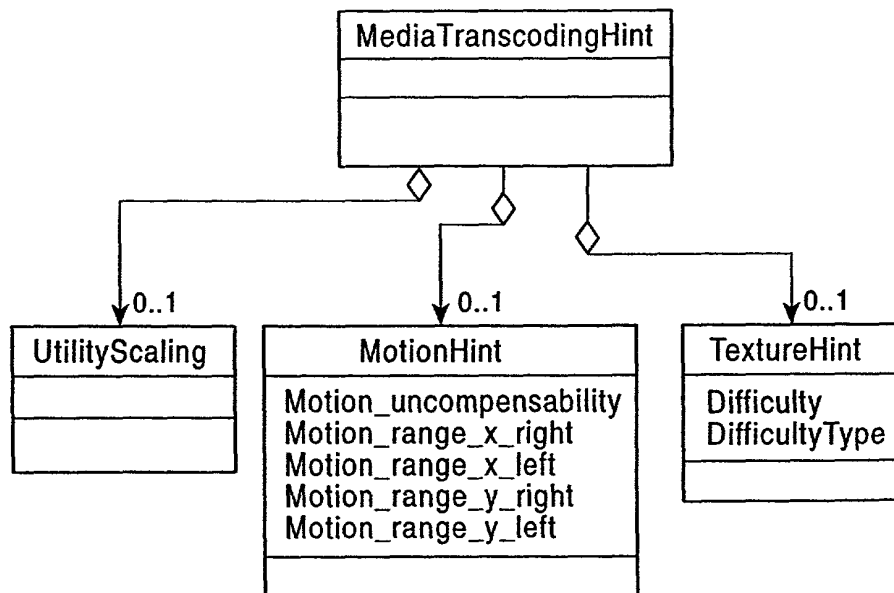


FIG. 22

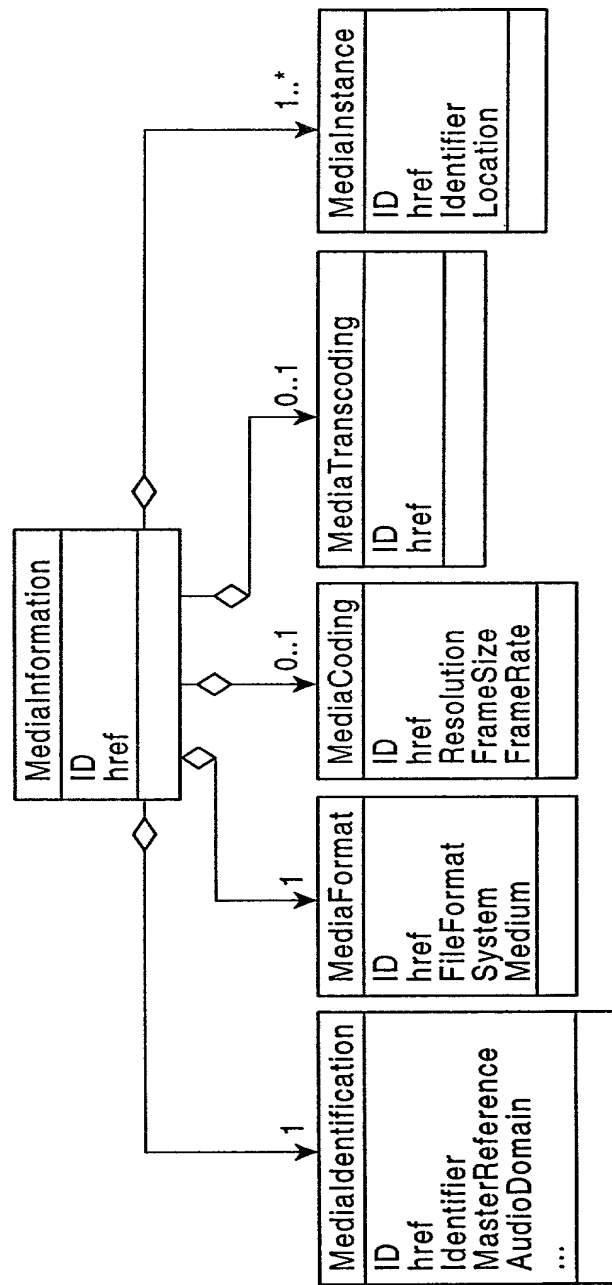


FIG. 23

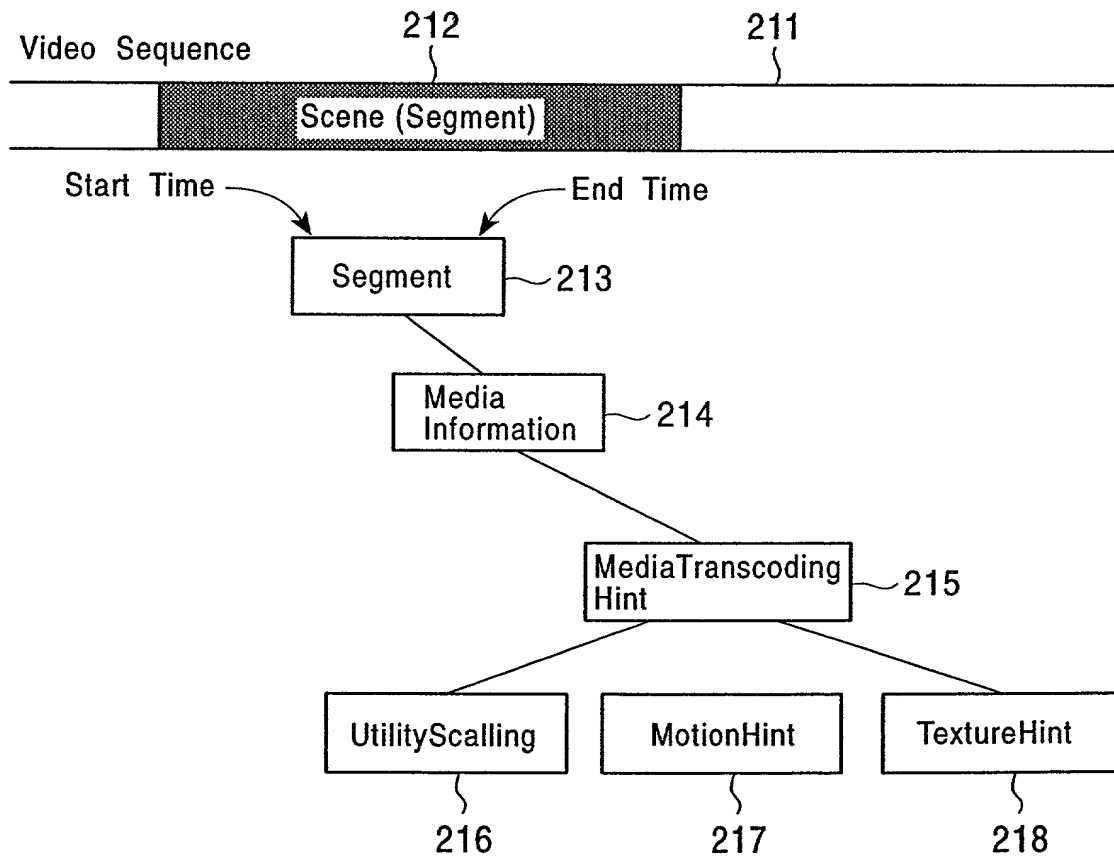


FIG. 24

